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EmuMovies

The 3DO Company
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INSTRUCTION BOOKLET

BATTLE TANK GLOBAL ASSAULT™



3DO™

NINTENDO 64

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NINTENDO® 64 CONTROLLER

CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

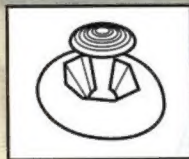


If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can

return to its center position (as shown in the picture on the right), then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.



HOLDING THE NINTENDO 64 CONTROLLER



While playing the BattleTanx™: Global Assault™ game, we recommend you use the hand positions shown in the image to the left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B, or C Buttons. Place your left Index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of your controller.

CONNECTING THE NINTENDO 64 CONTROLLER

Up to four players can play this game. Connect each player's controller to the appropriate socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3, and Player 4 respectively.

Player 1 must use the left-most socket, as shown in the image to the right.

Note: The Control Deck must be turned off in order to add additional controllers. Restart the Control Deck once controllers are connected.



PROLOGUE

You are Griffin Spade, BattleLord, in the year 2006.

The apocalypse raged in 2001, which unleashed the lethal X-2 virus. It appeared from nowhere and infected only female members of the human race.

The collapse of civilization happened quickly, as the world's population of women fell to a tiny fraction of its former numbers. Panic spread immediately among the men, in fear of the inability to sustain their nations' populations.

The panic led governments to round up all the remaining women, by force if necessary, and relocate them to facilities in secret locations. Rioting soon followed, as nations attacked their neighbors in hopes of capturing and retaining their surviving women. As international tensions and battle intensity increased, a global nuclear war arose that devastated more than 50% of the planet.

The abrupt demise of formal governments caused groups of survivors to band together and claim ownership over vast regions. Some groups formed ruthless militarized bands called "Gangs", who show no mercy to strangers. Other groups, however, established themselves to be more peaceful, and became known as "Tribes".

In these new societies, women are called QueenLords. They are both tribal rulers and objects of jealous adoration. Both Gangs and Tribes guard their QueenLords at any cost.

Throughout all of the madness, you acquired a National Guard tank and built up your own Tribe. Your mission was to cross the country to save Madison, your fiancée and true love. She was one of the lucky women to survive the virus, but you became separated through the government's secret "relocation" of her.

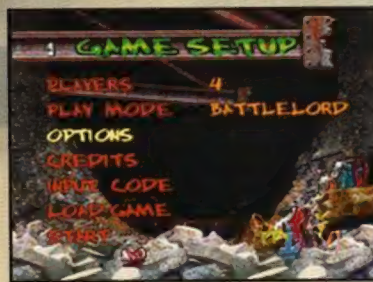
During your rescue mission, you faced many ruthless Gangs, but ultimately triumphed. Now you and your Tribe have established yourselves in San Francisco, with Madison as its QueenLord. With this new leadership in place, you have begun to rebuild the world under new rules.

You and your wife Madison now have a young son, Brandon. He is three years old, and he is unusually intelligent and active for a child of his age. Keeping him safe is the most important thing in your life.

As the game begins, you have been having nightmares about a sinister QueenLord whom you have seen before. Her face is evil, and something about her seems more than human — as if she has some mysterious power that you don't understand. Your instincts tell you that she has been spying on you and your family, with some terrible purpose in mind. You will soon learn the truth, as the mystery unfolds.

GAME SETUP

GAME SETUP SCREEN



When you load the BattleTanx: Global Assault Game Pak, the title screen appears. Press START, and the Game Setup screen appears.

NOTE: Only Player 1 may make adjustments in the Game Setup screen.

Move the Control Stick \uparrow/\downarrow to highlight any of the choices. Press the Z Button for onscreen help.

NOTE: the + Control Pad and C Buttons can function in place of the Control Stick for all menu screens.

PLAYERS Changes the number of players in a game. One to four may play, depending on the number of controllers connected. Moving the Control Stick \leftarrow/\rightarrow changes the number.

PLAY MODE Lets you select the type of battle you wish to play. Use the Control Stick \leftarrow/\rightarrow to change modes.

CAMPAIGN

SINGLE PLAYER CAMPAIGN MODE - You will play through the entire game and challenge all Gangs in an effort to rescue your son, competing against computer-controlled opponents in 18 unique environments. Select START GAME to be taken to the opening cinematic. Pushing START again, while the opening cinematic is playing, will bypass it.

CHOOSING YOUR TANK:

In Campaign Mode, you are allowed to choose which tank you will play by "buying" it with TANK BUCKS. You start the game with 30 TANK BUCKS and acquire more by collecting power-ups in the levels. You will also receive 10 TANK BUCKS for every 10,000 points.

Not all the tanks are offered on every level, nor are all available in Campaign Mode. The following are what a tank will cost you:

M1A1: 10	MOTOTANK: 5
GOLIATH: 25	FLP-E: 10
RATTLER: 10	INFERNO: 5
HOVERTANK: 15	RHINO: 25

If you run out of TANK BUCKS, it's GAME OVER, so choose carefully!



2 PLAYER CAMPAIGN MODE - This mode allows you to play through the entire campaign in a 2 Player cooperative game.

WARNING: In 2 Player Campaign Mode, you are buying tanks with the same pool of TANK BUCKS as your buddy, so be a GOOD teammate! If your teammate loses a tank, and there are no more TANK BUCKS available, you will need to find more TANK BUCKS before your teammate can resume play.

MULTI-PLAYER MODES

DEATHMATCH MODE - The first player to reach a total of 10 kills, wins.

BATTLELORD MODE - The first player to capture all the opposing team's QueenLords, and return them to their base, wins.

TANK WARS MODE - Teams of tanks battle each other for 3 minutes. The team with the highest score at the end of this time, wins.

FRENZY MODE - To win, you must rescue the QueenLords that appear randomly on each level. The first player to touch 10 QueenLords, wins.

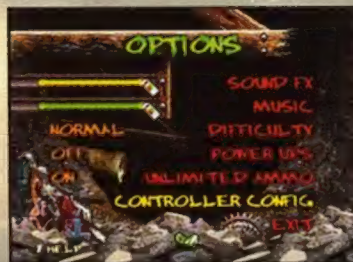
CONVOY MODE - Each team of tanks is assigned to either protect the convoy or destroy it. The first to achieve their objective, wins.

HOLD 'EM MODE - To win, you must take the QueenLord from the center of the map, return her to your base, and then hold onto her for about 30 seconds. If you can guard her for that amount of time, you win!

FAMILY MODE - This is an alternate style of Deathmatch play, where you have unlimited main cannon ammo, and power-ups are automatically armed in sequence when you pick them up. Power-up weapons are used in preference to your main cannon. Single-button control is utilized; all weapons are fired from the Z Button.

See the "Multi-player" section on page 24 of this manual for more information on configuring multi-player games.

OPTIONS Only Player 1 may adjust the options. Highlighting **OPTIONS** and pressing the A Button takes you to the Options screen, which allows you to customize the BattleTanx: Global Assault game to your liking. To exit this screen, press the B Button. Move the Control Stick $\blacktriangle/\blacktriangledown$ to highlight an option, and Control Stick $\blacktriangle/\blacktriangledown$ to adjust it (except Controller Config, as explained below).



SOUND FX - Set sound volume by pushing the Control Stick $\blacktriangle/\blacktriangledown$.

MUSIC - Set music volume by pushing the Control Stick $\blacktriangle/\blacktriangledown$.

DIFFICULTY - Set the difficulty level to Easy, Normal, or Hard. (Easy is default)

POWER-UPS - For multi-player, non-campaign modes, this determines whether power-ups will appear in the game. (On is default)

UNLIMITED AMMO - This determines whether the player has unlimited ammo for his primary weapon. (Off is default)

CONTROLLER CONFIG - Highlight this option and press the A Button to activate the Controller Config screen. Here all active players will be able to configure the game controls to your personal preferences. See the "Controls" section on page 9 for more details. To return to the Options screen, press the B Button.

CREDITS Shows the credits of the 3DO development team.

INPUT CODE If you do not have a Controller Pak™, this option is useful to continue a game. At the end of each level, you obtain a code; this level code specifies the number of tanks, skill level, and the level completed. When you select this option, the Game Setup screen changes to the Input Code screen. Enter your level code here and you can continue playing, starting at the level after the one you previously completed.

Selecting letters is done by moving the highlight over the desired letter with the Control Stick and then pressing the A Button to input the letter. The highlighted letter will then appear on the screen. Once all the letters are entered, highlighting ENTER and pressing the A Button will activate this as the code to continue the game. Once you enter the code (or at any time), pressing the B Button takes you back to the Game Setup screen.

LOAD GAME (single player only) When highlighted, players who have a Controller Pak can load saved games. Players will be able to save games at the end of each level (players without Controller Paks must use level codes). Only one Campaign game may be saved on any single Controller Pak.

START Begins the game.

After other selections are made, highlight START and press the A Button. Also, pressing the red START button in the Game Setup screen begins the game.

CONTROLS

CONTROLLER CONFIG SCREEN



There are four preset configurations: Easy, Arcade, One-Button, and Driver. Use the Control Stick \uparrow/\downarrow to highlight any option; use the Control Stick \leftarrow/\rightarrow (when the preset name is highlighted) to change the preset. If you wish to customize the preset controller configurations, highlight the option you wish to change, then press the button you wish the action to correspond to. The button icons (the one you are changing from, and the one you are changing to) will swap places. To return the preset controller configuration, highlight the configuration name and move the Control Stick \uparrow/\downarrow . Once these preferences are set, highlighting DONE and pressing the A Button will return you to the Options screen. If you need assistance configuring your controller, highlight DONE and press the Z Button to reach the Help screen.

RUMBLE PAK™



The BattleTnx: Global Assault game is compatible with the Rumble Pak accessory. Before using a Rumble Pak, make sure to read the Rumble Pak accessory instruction booklet carefully. The BattleTnx: Global Assault game supports "hot" insertion of the Rumble Pak accessory; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Rumble Pak at any other time, please make sure the Control Deck is OFF before doing so.

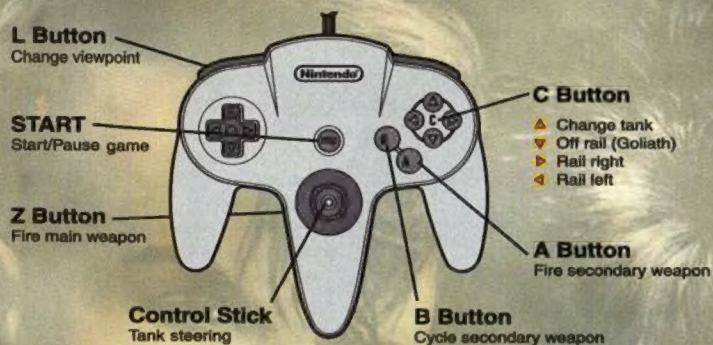
CONTROLLER PAK™

The BattleTnx: Global Assault game is compatible with the Controller Pak accessory. Before using a Controller Pak, make sure to read the Controller Pak accessory instruction booklet carefully. The BattleTnx: Global Assault game supports "hot" insertion of the Controller Pak accessory; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Controller Pak at any other time, please make sure the Control Deck is OFF before doing so. Only one note is utilized on a Controller Pak for saving Campaign games; for additional save games, use additional Controller Paks.



PRESET CONFIGURATION

— EASY —



PRESET CONFIGURATION

— ARCADE (DEFAULT) —



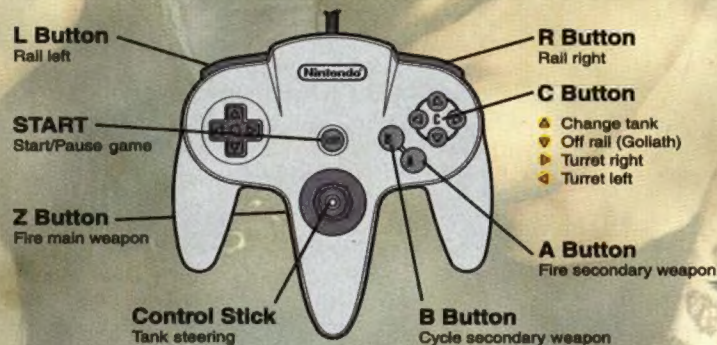
PRESET CONFIGURATION

— ONE-BUTTON —



PRESET CONFIGURATION

— DRIVER —



IN THE GAME

HEADS UP DISPLAY (HUD)



SPECIAL ITEMS

PICK-UP ITEMS - Rescuing people (including QueenLords) and picking up items is simple. Like any power-up, just drive your tank over the icon to pick it up.

BUNKERS - These generate additional enemy tanks. There are two types of bunkers, destructible and indestructible. The destructible bunkers have a blue forcefield; the indestructible bunkers have an orange forcefield.

TURRETS - These come in three sizes. Turret, Super Turret, and Pop-Up Turret. The bigger they are, the harder they fall.

SPECIAL NOTES

Many of the walls, fences and buildings in each level appear to be "cracked" or damaged, and therefore can be destroyed. Some objects, such as armored gates, will initially appear pristine, but will look worn after you do enough damage.

Buildings often contain power-ups, which you can only get to by destroying the building containing them.

PAUSING OR QUITTING THE GAME

To pause the game, press START. To quit or restart, press START, highlight the appropriate option using the Control Stick, and press the A Button.

SCORING

You increase your score whenever you destroy an enemy tank, structure, turret, or boat. Obviously, the bigger the tank, the better the score. For every 10,000 points in Campaign Mode you'll get 10 TANK BUCKS.

THE SCORING WORKS AS FOLLOWS:

MotoTank:	50	M1A1:	100
Goliath:	400	FLP-E:	100
Rattler:	75	Inferno:	75
HoverTank	150	Marksman:	150
Hornet:	150	Hydra:	100
Rhino:	250	Boss Tank:	2,000
Submarine:	2,000	Attack Boat:	300
Getting Power-up: (campaign mode only)	25		
Turrets: (range)	25 to 100		
Convoy Missions:			
Defenders: (each transport alive at win)	2,500		
Enemies: (each transport destroyed)	1,000		
Beating Par Time:	100/second under par time		

TANKS



MOTOTANK

Born of a motorcycle fork and customized tread work from a military half-track, the MotoTank trades armor for speed. Watch out for them near your QueenLords, as they are the abduction vehicle of choice among the inner-city Gangs. Pressing rail right/rail left makes the MotoTank execute a tight turn.

M1A1 ABRAMS

The heavy tank of the US Army during the Apocalypse, the M1A1 Abrams is a fearsome machine. Although it is difficult for smaller Tribes to keep these maintained, larger Tribes have little to lose by fielding them.



GOLIATH

The super-heavy Goliath has the best armor and weapon. Mounted on a small rail platform, it can leave its railway bed at any time. Designed for base protection, its firepower is incredible. On rails, the Goliath tank has a significantly increased rate of fire, due to its extra stability. Its 210mm gun can knock the fight right out of an M1A1.

RATTLER

The Rattler is one deadly snake. It mounts a vicious 30mm Gattling Gun. Almost as agile as the MotoTank, it can also execute a tight turn using the rail right/rail left buttons.



FLP-E

Pronounced "Flippy", the name stands for "Full Lateral Propulsion - Experimental". By pushing rail right/rail left, you can effectively strafe with this tank.

INFERNO

This flame thrower tank is deadly at close range. Watch out, or your goose is cooked! Pressing rail right/rail left will cause the Inferno to spew flames to the left and right of its directional path.



HOVERTANK

This unusual European light tank uses anti-grav technology. As a result, it is a challenge to maneuver. But in the hands of an expert, it is fast and agile. Pushing rail right/rail left, you can effectively strafe with this tank.

MARKSMAN

This medium tank mounts a laser weapon as its main gun, and is great for long-range sniping.





HORNET

Popular with the American Gangs, this low-tech variant mounts twin missile launchers on a standard tank body. Get it before it gets you! By pushing rail right/rail left, you can fire "hook shot" missiles.



HYDRA

The Hydra is a light French tank with 2 rapid firing guns. It's good for leveling buildings and hitting fast moving targets.



RHINO

This heavy tank-destroyer was cobbled together from a medium chassis and a trainload of armor. The designers mounted 6 inches of Chobham composite armor on the front of the vehicle, but didn't have any

left over for the sides or rear! So it is almost invulnerable from the front, but easy to damage on the flanks. Pushing rail right/rail left allows views to the sides of the Rhino as you drive.

MYSTERY TANK

With Cassandra's know-how, and a world full of spare parts, who knows what you might run into!

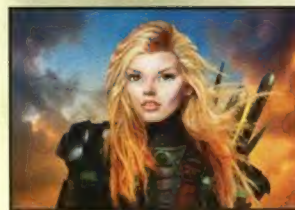
GANGS



GRIFFIN'S ARMY



Griffin Spade built a mighty Tribe in San Francisco to conquer the Gangs of the Post-Apocalypse. They start with a Gun Buddy power-up. In Multi-player modes, they are outfitted with M1, Inferno, Hover and Goliath tanks.



MADISON'S MILITIA



The powerful Queen Lord Madison has her own portion of the tribe of San Francisco. They start with the Health and Guided Missiles power-ups. In Multi-player modes, they are outfitted with FLP-E, Moto, Rattler and Rhino tanks.



SKULL RIDERZ



Destruction is a way of life for this roaming motorized wolf pack made up of outlaw Gangs and bikers who rule the interstates of the Post-Apocalypse. The Skull Riderz gang starts with the Grenade and Mine power-ups. In Multi-player modes, they are outfitted with Moto, Inferno, Rattler and Hornet tanks.



DARK ANGELS



The Dark Angels consider themselves servants of their God. Their mission is to reshape the world in His name. The Dark Angels Gang starts with the Cloaking power-up. In Multi-player modes, they are outfitted with Rhino, Inferno, M1, and Goliath tanks.

SHADOW OPS

The Shadow Ops Gang rules Washington D.C. They are made up of former CIA agents and other covert operatives. They specialize in stealth and assassination. This



Gang starts with the Teleport power-up. In Multi-player modes, they are outfitted with Hover, Marksman, FLP-E and Rhino tanks.



CRIMSON GUARD

The Crimson Guard controls most of the London territory. Their bitter enemies are the Iron Maidens. They start with the Plasma Bolts power-up. In Multi-player modes, they are



outfitted with Inferno, Moto, Hover and Goliath tanks.



IRON MAIDENS

This Tribe of women controls the West End of London. They start with the Shield power-up. In Multi-player modes, they are outfitted with



Goliath, M1, FLP-E and Rhino tanks.

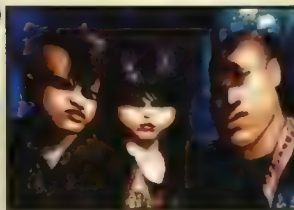


LES MISERABLES

This is a gang of slaves in Paris. Ruled by Cassandra, these women and children have been forced to form a militia to protect her interests in the city of lights.



They start with the Swarmer Missiles and Bouncing Betty power-ups. In Multi-player modes, they are outfitted with Hydra, Moto, Inferno and Rattler tanks.



COLD WARRIORS



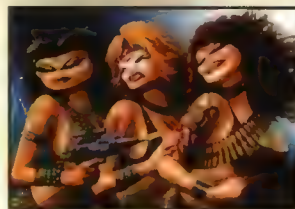
This is a Gang of insane soldiers obsessed with continuing the post-apocalyptic war long after the involved countries disappeared. They are secretive and ruthless. Their battle cry, "We will bury you!" can frequently be heard in the streets of Berlin. Sometimes they start with the Nuke power-up. In Multi-player modes, they are outfitted with Hornet, Marksman, Rhino and Goliath tanks.



STORM RAVENS



This ruthless group of women survivors patrol the western United States and have sworn loyalty to Cassandra. In return, she has promised to teach them the ways of the Edge. They start with the Laser and Turbo power-ups. In Multi-player modes, they are outfitted with Rattler, Moto, FLP-E and Hover tanks.



POWER-UPS



STAR

This power-up, left behind when a tank is destroyed, gives a small amount of ammo and health. It is only available briefly, then disappears from the battlefield.



HEALTH

The Health power-up restores a fixed amount of health to your vehicle. Bigger tanks require more Health to bring them up to full power.



AMMO

The Ammo power-up adds additional rounds to your primary weapon.



RADAR

This power-up activates a radar sensor on your HUD, showing all enemy tanks and objectives on your map and on the main HUD display. It will not show vehicles and other objects hidden in tunnels. This power-up is automatically activated when you run over it.

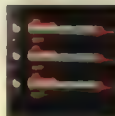
The following symbols are used on screen when you have radar:

- ▲ = Tank
- ⊠ = Objective or prisoners
- = Your base or exit

In campaign mode, they are colored as follows:

- Good = Blue
- Neutral=White
- Enemy = All other colors

In Multi-player, these symbols are matched to each players color.



SWARMER MISSILES

When used, this power-up fires a group of three missiles. These missiles inflict a moderate amount of damage.



GRENADES

When used, a single grenade is launched forward from your tank. Grenades have a delayed fuse, and will bounce off of objects in front of you. They are exceptional for clearing mine fields, and can be bounced around corners and thrown over walls as well!



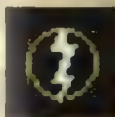
GUIDED MISSILES

When fired, your camera view shifts to directly behind the missile. By holding down the A Button and using the Control Stick, you can guide the missile to a target. Due to recent advances in propulsion units, you have full 3D control of guided missiles.



MINES

When used, this power-up drops a small but powerful land mine. Any tank running over this mine will take considerable damage. Mines do not differentiate between friend or foe, except for scoring purposes.



LASER

When used, the Laser power-up fires a high-energy pulse that does a moderate amount of damage.



SHIELD

The Shield allows your tank to deflect weapon fire without sustaining damage. An active shield can only take a limited beating before it is destroyed. You will see your shield turn from blue to red as its protective ability wears out. This power-up is automatically activated when you run over it.



CLOAKING

This makes your tank invisible to all enemies (including radar) until it wears off. A tank will also be briefly visible when its main weapon is fired.



NUKE

This power-up is a tactical nuclear warhead with a time-delay fuse. It does huge amounts of damage to everything on the map, including the individual who launched the weapon. Proximity to the bomb when it goes off is a bad idea.



GUN BUDDY

When activated, this power-up will drop an automatic gun turret behind you. The Gun Buddy will attack any Mobile enemy unit and will continue to attack until it is destroyed.



THE EDGE

Found only in later levels of Campaign Mode, this is a powerful, 1-use power-up. Players receive one per level, and the effects will gradually increase as you become more skilled. The Edge normally stuns your opponents within the radius of its effect. However, as you improve, you will actually be able to take over your opponent's minds!



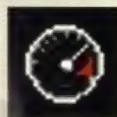
TELEPORTER

This power-up can be used to instantly move yourself from your current position to a random position on the battlefield. It's Great for getting out of trouble!



PLASMA BOLTS

These wild shots bounce off of "hard" objects (like buildings) and only impact on "soft" targets (like your enemy!)



TURBO

This gives your tank incredible speed for a short time!



FLAME THROWER

This weapon doesn't have much range, but for close quarters it does an amazing amount of damage in a short time.



BOUNCING BETTY

This energetic version of a land mine jumps up to greet any approaching party. After you lay it down, when friend or foe comes near it, it pops up and fires lasers all around the area.

MULTI-PLAYER

BattleTanx: Global Assault Multi-player modes are designed for up to four players. For a listing of the various modes of Multi-player gaming, see the section titled, "Game Setup" beginning on page 5.

NOTES

- * Only Player 1 can control the Game Setup screen, where the number of players, Multi-player mode, power-up options, and controller configurations are chosen.
- * A single player can play a Multi-player game, using up to three computer controlled opponents. Pressing the L Button cycles through the computer opponents. Pressing the C Buttons toggle the opponent options. Computer opponents play at the Normal skill setting.
- * Any player can pause a Multi-player game by pressing START, but only Player 1 is able to force the game to quit.
- * Killing your own team members does not count toward your team score.

TEAM ALIGN SCREEN

This screen lets you select your team color and experience level. The experience levels (Novice, Normal, and Advanced) effect:

- * How much damage you give and take
 - * The strength of your Gun Buddies and enemy tanks
 - * How long it takes you to resurrect in BattleLord mode
- Use your Control Stick $\blacktriangle/\blacktriangledown$ to move between options, and Control Stick $\blacktriangleleft/\blacktriangleright$ to change the selected option. Once all players have made their alignment selections by pressing the A Button, they will be taken to the Choose Gang screen.

CHOOSE GANG SCREEN

The various armies that form the Tribes and Gangs of the BattleTanx: Global Assault world are assembled here. Using the Control Stick $\blacktriangleleft/\blacktriangleright$ will scroll through the various Gang pictures. By moving the Control Stick $\blacktriangleleft/\blacktriangleright$, you can see a graphical representation of the Gang's tanks and starting power-ups. Selection is finalized by pressing the A Button. Players are then taken to the Map Screens. See the "Gangs" section for detailed descriptions of each gang.

NOTES ON CHOOSING A GANG:

- * In Tank Wars mode, you will get all the tanks assigned to a Gang, but they will all be released simultaneously, with four of your tanks under computer control.
- * In BattleLord and Hold 'Em modes, you will receive an extra Goliath tank. It is automatically set to defend your Fortress. This Goliath is only available at the outset of the mission; you will not get more if it is destroyed. You will continue to cycle through all of your other tanks until the game ends.

THE U.S.A. AND EUROPE MAP SCREENS

In Multi-player mode, this screen allows you to choose the setting for the game (i.e. which city or area you wish to play in). Along with the established city maps, there are several additional maps to choose from. These custom maps can be accessed from the Europe map.

Move the Control Stick $\blacktriangleleft/\blacktriangleright$ to change the selected area. After selection has been made, the game will start.

NOTE: Not all maps are available in all play modes.

HINTS AND TIPS

- * There are many explosive objects in the streets in 2006. Steer clear of blue toxic drums, missile launching silos, propane gas tanks and ammunition crates. If you are near them when they explode they can damage you; they can also set each other off causing a chain reaction.
- * Destroy buildings to obtain power-ups (walls that can be destroyed usually have damaged-looking surfaces).
- * Explore all areas in every level to obtain a wealth of power-ups.
- * Collect Star power-ups from destroyed enemy tanks. They will restore some of your tank's ammo and health.
- * Always pick up the first Radar power-up you see on a level. It will show you the enemy tank locations.
- * Use grenades to clear minefields.
- * Destroy all non-fortified bunkers because they emit enemy tanks throughout the entire level.
- * Guided missiles are very effective weapons for destroying boats.
- * Laying mines near your Fortress will slow enemy attacks and protect your QueenLord.
- * Laying mines next to fortified bunkers will destroy enemy tanks when they are emitted.
- * Learn to strafe. It's a huge help against turrets.
- * Finding and detonating the Nuke power-up will destroy the majority of bunkers and gun emplacements, as well as clearing mine fields and damaging buildings.
- * After you deploy the Nuke power-up, run away from it at top speed. Get as far from it as you can.
- * Some maps extend beyond the area where you can drive your tank. This barrier-free zone makes an excellent corridor for Guided Missiles.
- * Grenades can be deadly if used correctly. Try bouncing around corners or throwing over walls.
- * Don't let damaged tanks get away. If you do, it may repair some or all of its damage before it comes back to attack you.
- * When you win the campaign, you will get a secret code that unlocks a hidden level. You must play through the campaign again to get to this secret level.

FOR BATTLELORD GAMES:

- * On-screen warning messages will alert you when your Goliath tank or your Fortress is under attack. You can switch to your Goliath at any time during the game with the "change tank" button.
- * Try to find and destroy all bunkers before attempting to rescue the enemy's QueenLord.
- * Once a QueenLord is rescued the enemy will counterattack in force.
- * To end the level return all rescued QueenLords to your home fortress.

Need help progressing through the game? Close to finishing, but need a tip to get you across the line? Call the 3DO Hint line:

1-900-CALL-3DO (1-900-225-5336)

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Redwood City, CA 94063

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